THE BATTLE OF SHILOH ™

PLAYER'S AID CARD — APPLE
QUICK START RULES

Loading the Program

You will boot this game like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems, but players with the Pascal system will have to use the Basics disk to boot the disk.

Menu (Scenario Selection)

When the disk has been booted in, you will be required to answer seven questions.

IS THIS A COLOR MONITOR Y/N?
HEX GRID Y/N?
COMPUTER AS UNION Y/N?
UNION RATING (1-9)
COMPUTER AS CONFEDERATE Y/N?
CONFEDERATE RATING (1-9)
DO YOU WISH TO START A NEW GAME Y/N?

If you have a color monitor, type "Y" in answer to the first question.

If you do not wish the green hexagon grid printed on the map, type "N" to the second question.

If you wish to continue a prior game, press "N" and follow the instructions which will be displayed.

Press "Y" or "N" to determine who will play which side, and then press a number to determine the rating for each side. The historical rating for each side is "4". Other ratings will increase or decrease the combat points of each unit of that side. Use a rating of "4" for both sides when restarting a saved game.

RATING	CHANGE TO COMBAT POINTS/UNIT
1	−9
2	−6
3	−3
4	0
5	+3
6	+6
7	+9
8	+12
9	+15

Playing the Game

On the first turn, the Confederates do not move, so play goes directly to the **Artillery Phase**. The bottom four lines of the screen will give you bombardment options and also your artillery point allowance for the phase. (Use them all up since you can't save them.) The number you press will indicate the bombardment desired and the artillery point cost. The computer will flash the candidate enemy unit to be shot at. Note that you will be given the chance to fire at all adjacent enemy units. After you fire your artillery, the enemy will fire his in the same fashion. Play now proceeds to **Combat**. The Confederate player will be asked if he desires to attack a particular enemy unit which will be flashing on the screen. He will be asked the question for each enemy unit that he is next to. When "Y" is pressed the player will have the chance to include or not include his units which are next to that enemy unit in the battle. After strategies and risk are selected, the results are displayed. One side may be required to retreat. To retreat, simply press the number of the direction in which you desire to move as indicated by the compass at the right-hand bottom of the screen. The same applies to the units indicated to advance. After all battles are fought play then proceeds to the **Union Movement Phase**. Movement is accomplished as retreat and advance was by pressing the desired direction. The "F" key finishes the movement of that unit for that cycle. (You have two cycles or chances to move your units.) The "E" key ends the movement phase completely. All units have movement allowances. The remaining movement points are displayed on the last line. See the Terrain chart for movement costs. After Union Movement is completed, the play proceeds to **Artillery Phase** and then **Combat**. After the Union Combat Phase the casualties per side for the game thus far are displayed along with the score. Victory status will also be flashed on the display on turn 8 and thereafter.

NOTE: Some of the displays shown in the rulebook may appear slightly different on your Apple computer.

Saving a Game

The question "SAVE GAME Y/N?" will now appear at the bottom of the screen. If you wish to stop the game and save it for later, press "Y" and follow the instructions which will be displayed.

TERRAIN MAP

SYMBOL	TERRAIN	MOVEMENT COST	COMBAT MODIFIER ATT./DEF.
	Field	1	1/1
	Bridge	+0 +1 *	.5/1
	Forest	2	1/1.5
	Hill	3	1.25/2
	Creek	+1 ** +2 ***	.5/mod. of terrain
	River	Prohibited	N/A
	Pittsburg Landing	1	1/1

* +1 when crossing a bridge to a field, otherwise +0
** +1 when crossing a creek to enter a hill
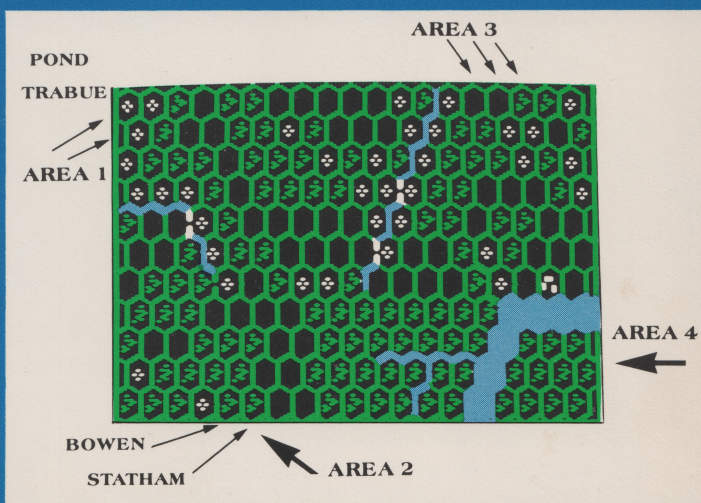*** +2 when crossing a creek to enter a field or a forest

Confederate Unit   Union Unit   Union Gunboat

UNITS

Below is a chart which lists the units at Shiloh. For your information they are grouped into their historical divisions and corps. The names of the commanders for each organization is provided. Game units are brigade sized. Also listed are the combat points and scheduled appearance for each unit.

UNION ARMY OF THE TENNESSEE
Ulysses S. Grant

First Division — McClernand
First Brigade — Hare CP = 65   8 AM
Second Brigade — Marsh CP = 53   8 AM
Third Brigade — Raith CP = 65   8 AM

Second Division — H. Wallace
First Brigade — Tuttle CP = 55   8 AM
Second Brigade — McArthur CP = 72   8 AM
Third Brigade — Sweeny CP = 105   8 AM

Third Division — L. Wallace
First Brigade — Smith CP = 65   6 PM / Area 3
Second Brigade — Thayer CP = 54   6 PM / Area 3
Third Brigade — Whittlesey CP = 58   6 PM / Area 3

Fourth Division — Hurlbut
First Brigade — Williams CP = 70   8 AM
Second Brigade — Veatch CP = 80   8 AM
Third Brigade — Lauman CP = 50   8 AM

Fifth Division — Sherman
First Brigade — McDowell CP = 55   8 AM
Second Brigade — Stuart CP = 45   8 AM
Third Brigade — Hildebrand CP = 50   8 AM
Fourth Brigade — Buckland CP = 54   8 AM

Sixth Division — Prentiss
First Brigade — Peabody CP = 57   8 AM
Second Brigade — Miller CP = 51   8 AM

Total Combat Points = 1104

UNION ARMY OF THE OHIO
Don Carlos Buell

Second Division — McCook
Fourth Brigade — Rouseau CP = 99   7 PM / Area 4
Fifth Brigade — Kirk CP = 84   7 PM / Area 4
Sixth Brigade — Gibson CP = 98   7 PM / Area 4

Fourth Division — Nelson
Tenth Brigade — Ammen CP = 53   7 PM / Area 4
Nineteenth Brigade — Hazen CP = 49   7 PM / Area 4
Twenty-Second Brigade — Bruce CP = 53   7 PM / Area 4

Fifth Division — Crittenden
Eleventh Brigade — Boyle CP = 70   7 PM / Area 4
Fourteenth Brigade — Smith CP = 44   7 PM / Area 4

Total Combat Points = 540

Total combined Union Forces = 1644

CONFEDERATE ARMY OF THE MISSISSIPPI
Albert Sidney Johnston

First Army Corps — Polk

First Division — Clark
First Brigade — Russell CP = 88   8 AM
Second Brigade — Stewart CP = 65   8 AM

Second Division — Cheatham
First Brigade — Johnson CP = 65   8 AM
Second Brigade — Stephens CP = 55   8 AM

Second Army Corps — Bragg

First Division — Ruggles
First Brigade — Gibson CP = 80   8 AM
Second Brigade — Anderson CP = 58   8 AM
Third Brigade — Pond CP = 88   10 AM / Area 1

Second Division — Withers
First Brigade — Gladden CP = 66   8 AM
Second Brigade — Chalmers CP = 73   8 AM
Third Brigade — Jackson CP = 75   8 AM

Third Army Corps — Hardee
First Brigade — Shaver CP = 75   8 AM
Second Brigade — Cleburne CP = 92   8 AM
Third Brigade — Wood CP = 78   8 AM

Reserve Army Corps
First Brigade — Trabue CP = 83   11 AM / Area 1
Second Brigade — Bowen CP = 58   11 AM / Area 2
Third Brigade — Statham CP = 72   11 AM / Area 2

Total Combat Points = 1171

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